

a computer-readable storage which contains server selection information for selecting a location where encoded media data is stored on one of a plurality of media servers, said processor operative to select one of said media servers in which to establish a data communication connection based upon said server selection information and establish a data communication connection with said selected media server, said media data buffer operative to receive media data from said location on said selected media server, and said processor operative to decode said received encoded media data.

2. (Amended) The media receiver described in Claim 1 wherein said media data includes streamed video data in packet format.
3. (Amended) The media receiver described in Claim 1 wherein said media data includes streamed audio data in packet format.
4. (Amended) The media receiver described in Claim 1 wherein said server selection information includes data relating to the quality of media data from each of said media servers.
5. (Amended) The media receiver described in Claim 4 wherein said server selection information includes data relating to the locations within a computer-readable storage of said media servers.
6. (Amended) The media receiver described in Claim 5 wherein said processor is operative to transmit server selection information includes an address representing a location of said media receiving system to said selected media server.
7. (Amended) The media receiver described in Claim 1 further comprising an input device to indicate server selection information including the location where media data is stored on one of the media servers.
8. (Amended) The media receiver described in Claim 1 wherein said processor is operative to regulate the media data being received from the selected media server using TCP/IP.
9. A server locator comprising:
a proximate server map stored in a computer-readable storage, said proximate server map containing information related to the geographic location of a first

media server and information related to the geographic location of a second media server;
and

a CPU using data representing a third geographic location and said information in said proximate server map to select one of said first or second media servers, said CPU operatively connected to said computer-readable storage.

10. The server locator described in Claim 9, wherein a user of the server locator enters said data representing said third geographic location.

11. (Canceled)

12. (Canceled)

13. (Canceled)

14. (Canceled)

15. (Canceled)

16. (Amended) A method of dynamically allocating a server/receiver pair, said method comprising the steps of:

transferring data over a communications link between a receiver and one of a plurality of servers;

providing data indicating a quality of the media data transferred over the communication links; and

selecting one of said servers to communicate with said receiver based upon determining a communication link passing media data with a highest quality.

17. The method as described in Claim 16, wherein said server communicates audio data and said receiver comprises a standard PC.

18. A media communication system comprising:

a proximate server capable of communicating with a media server and with a PC, said media server including a computer-readable storage containing a set of media data; and

a data packet including a request message transmitted from said PC to said proximate server, said request message indicating a request for data included in said set of media data, said proximate server responding to said request message to issue a request to said media server for data in said set of media data, said proximate server

receiving a portion of said data in said set of media data, and said proximate server transmitting said portion of said data to said PC.

19. The media communication system as described in Claim 18, wherein said proximate server sends said portion of said data to said PC before said proximate server receives all of said data in said set of media data.

20. The media communication system as described in Claim 19, wherein said portion of said data in said set of media data includes audio data.

21. The media communication system as described in Claim 19, wherein said portion of said data in said set of media data includes video data.

22. (Canceled)

23. A media communication system comprising:
a media server capable of communicating with a PC, said media server including a computer-readable storage;

a proximate server geography map stored in said computer-readable storage; and

a data packet including information corresponding to a geographic location of said PC, said media server accessing said proximate server geography map and using said geography map and said geographic location of said PC to determine a proximate server closest to said PC.

24. The media communication system described in Claim 23, wherein said information corresponding to said geographic location of said PC is a telephone number.

25. The media communication system as described in Claim 24, wherein said media server assigns said determined proximate server to said PC for future data communication.

26. The media communication system as described in Claim 23, wherein said media server provides audio data for real-time playback, said media communication system further comprising:

a plurality of compressed audio data clips stored in said computer-readable storage; and

a PC comprising:

a buffer memory which receives compressed audio data as input and stores said compressed audio data;

a CPU which communicates with said buffer memory and which controls input of data to and output of data from said buffer memory, and wherein said CPU further decompresses audio data output from said buffer memory;

an audio driver circuit which receives decompressed audio data inputs from said decompressor; and

an audio speaker or other audio transducer which plays said decompressed audio data provided by said audio driver; and

wherein said standard PC initiates audio requests, receives audio data transmitted from said media server, and plays back said audio data in real-time.

27. The media communication system as described in Claim 26, wherein said media communication system transmits flow control information comprising:

a plurality of stop markers; and

a plurality of acknowledge markers different from said stop markers and interleaved between said stop markers, the interval between each acknowledge marker and the next stop marker being related to the time it takes to transmit data from a first location to a second location.

28. The media communication system as described in Claim 26, wherein said media server has a table of contents memory containing table of contents data associated with a corresponding audio data clip, and wherein said table of contents data indicates significant divisions within said corresponding audio data clip; and wherein said PC further comprises:

a table of contents buffer for receiving said table of contents data;

an advance audio data buffer which contains audio data corresponding to audio data at said significant divisions in said audio data; and

a display screen for displaying said table of contents.

29. A system for requesting and receiving a data file over a computer network, the system comprising:

first and second servers connected to a computer network;

a subscriber PC connected to said computer network;

server selection apparatus for selecting one of said first or second servers,
said server selection apparatus comprising:

quality data related to a quality of communication links between
said subscriber PC and each of said first and second servers; and

selection instructions for selecting a server based on said quality
data;

media data transmission apparatus for transmitting data from said first
server to said subscriber PC, said media data transmission apparatus comprising a net
transport and flow control signals.

Please add Claims 30-45 as follows:

30. (New) A method of receiving encoded media data comprising:

selecting with a client computer a link corresponding to a location or address
where the encoded media data is stored on one of a plurality of media servers;

establishing, in response to the selection, a data communication
connection with the selected media server;

receiving the encoded media data from said location on said selected
media server; and

decoding the received encoded media data.

31. (New) The method described in Claim 30 wherein said encoded media data
includes streamed video data in packet format.

32. (New) The method described in Claim 30 wherein said encoded media data
includes streamed audio data in packet format.

33. (New) The method described in Claim 30 wherein said server selection
information includes data relating to the quality of media data from each of said media
servers.

34. (New) The method described in Claim 30 further comprising displaying with
the link data relating to an audio clip and/or a video clip stored on at least one of the media
servers.

35. (New) The method described in Claim 30 further comprising:
receiving the encoded media data with a receiver; and

transmitting an address representing a location of said receiver to the selected media server.

36. (New) The method as described in Claim 30 further comprising indicating the location where media data is stored on one of the media servers using an input device.

37. (New) The method described in Claim 30 further comprising regulating the media data being received from the selected media server using TCP/IP protocol.

38. (New) A computer readable medium having instructions when executed by a processor comprise:

indicating a link selection corresponding to a location where encoded media data is stored on one of a plurality of media servers;

establishing, in response to the link selection, a data communication connection with the selected media server;

receiving the encoded media data from said location on said selected media server; and

decoding the received encoded media data.

39. (New) The computer readable medium described in Claim 38 wherein said media data includes streamed video data.

40. (New) The computer readable medium described in Claim 38 wherein said media data includes streamed audio data.

41. (New) The computer readable medium described in Claim 38 wherein said server selection information includes data relating to the quality of media data from each of said media servers.

42. (New) The computer readable medium described in Claim 38 further comprising: indicating with said link a title of an audio clip and/or a video clip included in encoded media data and available on at least one of the media servers.

43. (New) The computer readable medium described in Claim 38 further comprising: transmitting an address representing a location of a media receiving system that receives the encoded media data to the selected media server.

44. (New) The computer readable medium as described in Claim 38 further comprising indicating the location where media data is stored on one of the media servers in response to a signal from an input device.